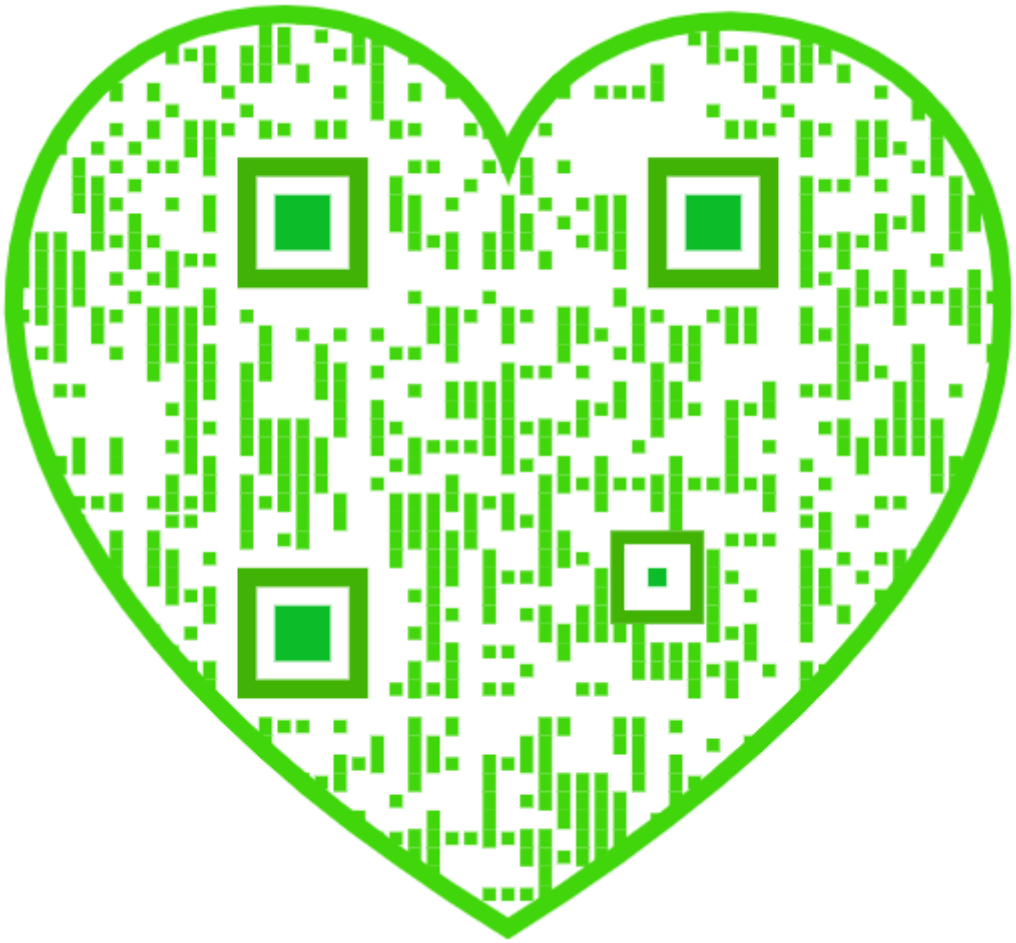
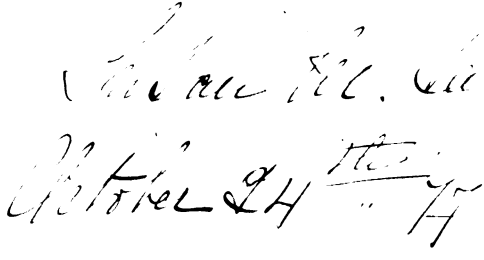




HOW TO PLAY AT WHIST

'We must *speak* by the *card*'—HAMLET

'The *play*'s the thing'—*Ibid.*

'Aye, there 's the *rub*'—*Ibid.*

'Vous ne jouez pas au Whist, jeune homme? Hélas! quelle triste vieillesse vous vous préparez!'—TALLEYRAND

'Age cannot wither *it*, nor custom stale
Its infinite variety'—ANTONY AND CLEOPATRA

THE CORRECT CARD

OR

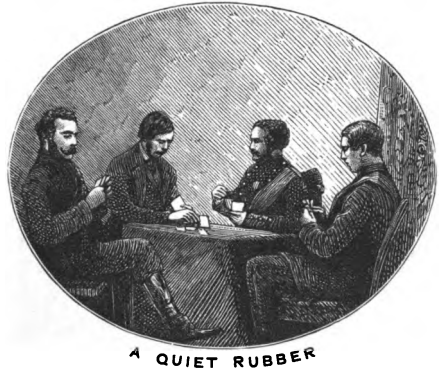
HOW TO PLAY AT WHIST

A Whist Catechism

BY

CAPT. ARTHUR CAMPBELL-WALKER, F.R.G.S.

(LATE CAPT. 79TH HIGHLANDERS) HER MAJESTY'S ROYAL BODYGUARD
AUTHOR OF 'THE RIFLE, ITS THEORY AND PRACTICE' ETC



A QUIET RUBBER

NEW EDITION

D. APPLETON AND CO.
NEW YORK
1877

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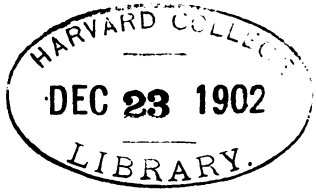

S. A. Green.

DEDICATED

BY PERMISSION

TO

'CAVENDISH'

PREFACE to the NEW EDITION.

My anticipation that a Whist Catechism was a *desideratum* has been amply borne out by the favourable reception which 'The Correct Card' has met with. The demand which has already arisen for a third thousand affords me the gratifying opportunity of thanking my patrons in general, and my reviewers in particular, for their generous treatment. I have availed myself of the suggestions of the latter by making such alterations in the present edition as seemed called for; but these are, fortunately, very few, as 'The Correct Card' has virtually been pronounced *correct*.

In proof of this I may mention that on a recent occasion some of the *alumni* of the Athenæum Club, men who can 'speak by the card,' discussed the right of the volume to its title, when it was carried *nem. con.* that 'The Correct Card' contained all that was really essential to the formation of a good Whist-player.

Need I say more? Yes, one word—the idea has obtained with some that this little book is merely intended for tyros at the game: this is, however, a mistake; and, indeed, I may say with Pope that I shall feel

> Content, if here the unlearn'd their wants may view,
> The learn'd reflect on what before they knew.

A C.-W.

Hawkhurst: *August* 1, 1876.

PREFACE to the FIRST EDITION.

WHAT CARD should I play? This is the question that presents itself at every stage of the game of Whist, and which I shall endeavour to answer.

In making the attempt, I have been guided by the only principle on which the game can be consistently played, viz.—that the two partners are allies against two adversaries in a war to be carried on under certain rules and conventions known and agreed to by both belligerents. Moreover, that Whist has its technical code of signals, which is so perfect that the modern game has been defined as 'a language, and every card played an intelligible sentence.'

In this I have only followed humbly in the wake of Hoyle, Mathews, 'Cavendish,' Clay, Pole, and others; and my justification for venturing at all on a domain which they have so thoroughly explored and made their own is that I believe that the catechetical form is a novelty in Whist, and that some minds are so constituted that, while a didactic treatise is repellent, a 'Catechism' has a peculiar attraction. Trusting my assumption in this respect may prove well founded, I commend my Whist-Catechism to all who would avoid the *triste vieillesse* so touchingly deprecated by Talleyrand in his well-known aphorism.

A. C.-W.

ARMY AND NAVY CLUB:
March 31, 1876.

CONTENTS.

		PAGE
I.	ADVICE AND MAXIMS FOR BEGINNERS	1
II.	GENERAL PRINCIPLES AND RULES	5
III.	TRUMPS	7
IV.	PLAIN SUITS	16
V.	LEADS IN DETAIL—FIRST HAND	30
VI.	SECOND HAND	38
VII.	THIRD HAND	44
VIII.	FOURTH HAND	49
IX.	INFERENCES OF THE GAME	52
X.	HOW TO TREAT A BAD PARTNER	56
	THE LAWS OF WHIST	59
	ETIQUETTE OF WHIST	80
	DUMMY	81
	DOUBLE DUMMY	82

GLOSSARY

OF

TERMS USED IN THE GAME OF WHIST.

Bumper.—Winning two games—*i.e.* eight points—before your adversaries have scored.

Command of a suit.—Holding the best cards in it. If you have sufficient to enable you to draw all those against you, the command is *complete*, and your suit is said to be established. See *Establish.*

Conventional signals.—Certain legalised modes of playing the cards by means of which specific information is conveyed to your partner as to the state of your hand.

Cross-ruff. See *See-saw.*

Discard.—The card you play when you have none of the suit led, and do not trump it.

Double.—Scoring five before your adversaries have scored three.

Echo, the.—Asking for trumps in response to your partner's ask, when but for his demand you would not have called.

Eldest hand.—The player on the dealer's left hand.

Establish.—A suit is said to be established when you have exhausted all the best cards in it which were against you, and thus retain its complete command. See *Command.*

False card.—A card played contrary to the established custom and rules of the game, and which is therefore calculated to deceive your partner as well as your adversaries, as to the state of your hand.

Finessing.—An attempt, when second or third player, to make a lower card answer the purpose of a higher, in the hopes that the intermediate card or cards may be with your right hand adversary or your own partner.

Forcing.—Leading a card that compels your adversary or partner to play a trump.

Game.—Scoring five points. This may be done in *one* hand by (1) holding the four honours and making the odd trick; (2) three honours and three by tricks; (3) having turned eleven tricks. If neither side makes the game in one hand, each adds the score they have made to that gained in the following hands until one has made game.

Hand.—The thirteen cards held by each player.

Honours.—Ace, king, queen, and knave of trumps. The ten and nine are sometimes called *Semi-honours.*

King-card.—The best card left in each suit. Thus if the ace and king were out, the king-card would be the queen.

Lead, the.—The commencement of the play by the elder hand, or the card played by the winner of a trick immediately after having won it.

Leader.—The first to play each round.

Leading through or *up to.*—The person who leads is said to lead *through* his left-hand adversary, and *up to* his right-hand adversary.

Long suit.—One of which you hold originally more than three cards. The term is, therefore, indicative of strength in *numbers.*

Long trumps.—The last of the suit of trumps.

Loose, or losing card.—A card of no value, and therefore the fittest to throw away.

Love.—No score.

Make.—To make a card means to win a trick with it. *To make the cards* means to shuffle.

Opening.—A term borrowed from chess, to denote the plan on which you commence or open.

Partie, a.—The same players playing two rubbers consecutively, or, should it be necessary, a third rubber, to decide which is the best of the three rubbers.

Plain suits.—The three suits not trumps.

Penultimate, the.—Beginning with the lowest card but one of the suit you lead originally, if it contains more than four cards.

Points.—The score made by tricks or honours; for each trick after six one point is scored.

Quart.—Sequence of any four cards.

Quitted.—A trick is said to be quitted when the four cards constituting it have been gathered up and turned on the table, the hand doing so having left them.

Quart-major.—The sequence of the four highest cards of a suit.

Quint.—Sequence of any five cards.

Re-entry.—A card that will, by winning a trick, bring you the lead at an advanced period of the hand.

Renounce.—To play a card of another suit than that led, holding none of the latter.

Revoke.—To play a card of another suit while holding a card of the suit led.

Rubber.—Two games won in succession, or two out of three games constitutes winning a rubber.

Ruffing.—Another word for trumping a suit.

See-saw.—Partners trumping each a suit, and leading to each other for that purpose. Also called a *Cross-ruff*.

Sequence.—Three or more cards in consecutive order. A *head* sequence is one standing at the head of the suit. An *under* sequence is one at the bottom of the suit. An *intermediate* sequence, one of which you hold cards both higher and lower.

Score.—The points marked by coins, counters, or otherwise.

Short suit.—One of which you hold originally not more than three cards.

Signal for trumps.—Throwing away, contrary to ordinary rules of play, an unnecessarily high card before a low one.

Single, a.—Making game after your adversary has scored three or four up.

Singleton.—One card only in a suit.

Slam.—Making every trick.

Strong suit.—One containing more than the average number of high cards—in contradistinction to numerical strength.

*Tenace.**—The best and third best card for the time being of any suit. For example, the ace and queen originally, or the king and ten when the ace and knave have been played: this is a *major* tenace. A *minor* tenace is the combination of the second and fourth best cards of a suit.

Tierce.—Sequence of any three cards.

Tierce-major.—The sequence of the three highest cards of a suit.

Treble.—Scoring five before your adversary scores one.

Trick, a.—Four cards, viz. the three played to a card led.

Trump card, the.—The card turned up by the dealer.

Trumps.—Cards of the same suit as that turned up by the dealer.

Under-play.—Speaking generally, it means keeping back best cards and playing subordinate ones instead. This is sometimes advantageous in trumps, or in plain suits when strong in trumps, or when trumps are out, but such a *ruse* must be used sparingly and with care.

Weak suit.—One containing less than the average number of high cards—in contradistinction to a suit short in *number* of cards.

---

* This word has nothing to do with ten and ace. It probably comes from the Latin *tenax*, the policy being to *hold back* the tenace rather than lead it.

THE CORRECT CARD.

I.

ADVICE AND MAXIMS FOR BEGINNERS.

1 What code of laws for Short Whist has now been adopted by whist-players generally?

1 That revised by the Arlington and Portland Clubs, known as the Club Code, the substance of which is given in the form of question and answer in this work.

2 To become a good whist-player, what is absolutely necessary as a preliminary?

2 To master the theory of the game.

3 How is this best done?

3 By carefully studying the written maxims and rules, with the cards placed before you in the situations mentioned.

4 What is further recommended as a means of improving your play as a beginner?

4 To look over good players, confining your attention to one hand at a time, and following it carefully as if you yourself were playing it.

5 To become a sound player, what must be combined with this study of the game?

5 Practice with good players.

6 Is it a good plan to talk over the hand after it has been played?

6 Yes; it is one of the readiest ways of learning the game.

7 When you take your cards up, how should you arrange them?

7 The black and red suits alternately, the cards being placed in their order of merit.

8 Should the trump suit always be put in the same place?

8 No, for by doing so you may give a clue to the contents of your hand.

9 After sorting your cards, what should you invariably do?

9 Count them.

10 What should you next do before playing to the first trick?

10 Study your hand, consider the score, and observe the turn-up card.

11 Is it always advisable to aim at making the greatest possible number of tricks?

11 No; at certain critical points in the score it is advisable to avoid running any risks for the sake of uncertain advantages, when by the safe play you secure enough tricks either to save or to win the game.

12 What is this style of play called?

12 Playing to the score.

13 Give instances of critical points when it is advisable to play to the score.

13 (*a*) At love all, with honours equal, it is important to win three

tricks, as the game is thereby saved. (*b*) At love all, with two by honours against you, five tricks save the game; and (*c*) At love all, with four by honours against you, seven tricks save the game.

14 What is *most* essential while playing?

14 To keep your eyes on the table, and not on your cards, except when it is your turn to play.

15 What especially should you never have any doubt about?

15 The number of *trumps* remaining in at any stage of the game.

16 When your partner renounces a suit for the first time, what should you never fail to ask?

16 Whether he is sure he has none of the suit.

17 If, when it is your turn to play, you are uncertain how the cards fell to a trick, what should you ask?

17 That they may be 'placed,' or, in other words, that the players should draw their cards.

18 What is the consequence of hesitation in playing?

18 It exposes the hand and directs the opponents.

19 As each card falls, what should you endeavour mentally to do?

19 Draw an inference from it (*vide* Inferences, page 52).

20 Ought a card ever to be led without some reason?

20 No. A wrong reason is better than the habit of playing at random.

21 Ought you to guard against judging too much by consequences?

21 Yes. Bad play sometimes succeeds when good would not.

22 Is it a mistake, as a beginner, to puzzle yourself with too many calculations and refinements?

22 Yes; it is better at first to content yourself with the broad indications of the game, such as the different leads, the signal for trumps, the discards, &c.

23 Will a whist memory gradually develope itself by attention to the game?

23 Yes, and after a time it will become to a great extent mechanical.

24 To become a good player, what must you carefully watch?

24 Every card as it falls, particularly observing every honour.

25 Are low cards to be treated then with indifference?

25 On the contrary, they must be played as carefully as high ones—*e.g.* the three must never be thrown away (*unintentionally*) when you hold the two, and so on.

26 Ought you to be as careful of what you throw away as of what you lead?

26 Yes (*vide* 'asking for trumps,' page 8, and 'the discard,' pages 28–9).

II.

GENERAL PRINCIPLES AND RULES.

1 What is the fundamental principle on which modern scientific whist is based?

1 That the hands of the two partners shall not be played singly, but shall be combined and treated as allied forces.

2 How can you best play the combined hand of yourself and your partner, since you know only 13 of the 26 cards?

2 By drawing inferences from the cards your partner plays as to those he still holds, and thus informing yourself of the contents of his hand.

3 Has modern scientific whist increased the facilities for finding out quickly what cards your partner holds?

3 Yes; by the adoption of certain conventional modes of play under certain circumstances.

4 What are these conventional signs?

4 They are of various kinds, such as playing a higher card when a lower would suffice, and are all explained in subsequent sections of this book.

5 But may not this plan of action cut two ways, by enlightening your adversaries, who may thus turn their knowledge to your disadvantage?

5 It may; but the balance of advantage will remain largely in your favour, because it is admitted by all players to be more advantageous to inform your partner than to deceive your adversary.

6 Should the adoption of this principle preclude the exercise of judgment in its application?

6 By no means, and it is for you to judge what facts shall be announced and what concealed.

7 What is the first duty of a player after a careful study of his cards?

7 To decide whether he is to play a superior or inferior part; whether he is to take command of his partner's hand, or subordinate his own to his partner's; whether he is to act on the offensive or defensive; to aim at winning or saving the game.

8 Why on the *combined* principle of action is the first card led very important?

8 Because it is the first and most prominent intimation given as to the cards you hold and the 'opening' you purpose to adopt.

9 What is a numerically strong suit?

9 A suit which contains 4 or more cards.

10 What is the best mode of opening a hand?

10 To lead from the suit that is numerically strongest.

11 Why?

11 Because your object in the game should be to obtain for your small cards a value that does not intrinsically belong to them, by establishing your long suit.

12 What is the chief obstacle to establishing long suits?

12 Their being trumped by the adversary.

13 For this reason, what should you usually do if you find yourself with numerical strength in trumps?

13 You should lead them.

III.

TRUMPS.

1 Why, with numerical strength in trumps, should they be led?

1 Because by doing so you disarm your adversaries of their trumps, and thus aid in making your own or your partner's long suits.

2 Should you have 5 small trumps and the original lead, what should you do?

2 You should almost always lead trumps, for the probability is that three or at most four rounds will exhaust those of the adversaries, and you will still have 1 or 2 left to keep the command with.[1]

---

[1] Some good judges are rather dogmatic in holding the opinion that with 5 trumps, however small, one of them should invariably be led. Professor Pole is very emphatic on this head. He says: 'Whenever you have 5 trumps, whatever they are, or whatever the other components of your hand, you should lead them.' There is a capital sketch in *Sans Merci*, by the author of *Guy Livingstone* (himself no bad whist-player), in which the hero, who is losing to a startling amount, asks his partner, an old hand, whether with knave five he ought not to have led trumps? 'It is computed,' was the calm reply, 'that eleven

3 With 6 trumps?

3 *Invariably* lead trumps.

4 When should you lead from 4 trumps?

4 When your strong suit is established.

5 Owing to the lead of trumps being considered so important, what conventional signal has been introduced by which you can intimate to your partner that you want them led?

5 The signal called 'asking for trumps,' which consists in throwing away an unnecessarily high card.

6 Give an example of this signal for trumps.

6 If king and ace are led, your lowest cards being the seven and three, you give the signal by reversing the usual order of play, by *first* throwing away the seven and then the three.

7 What alone justifies this request, or rather command?

7 Very great strength in trumps.

8 What may be given as the minimum strength that would justify the signal?

8 (*a*) 5 trumps, 2 honours, or (*b*) 4 trumps, 2 honours or 5 trumps 1 honour *together with* plain cards in your own or your partner's hand, which appear to make the lead desirable.

---

thousand Englishmen, once heirs to fair fortunes, are wandering about the Continent in a state of utter destitution because they would not lead trumps with 5 and an honour in their hands.'

9 Would you occasionally be justified in asking, with less strength, late in the hand, when you have already had the opportunity and not called?

9 Yes, if the fall of the cards has shown you that a trump lead was imperatively wanted.

10 Has this subsequent call the same force as an original one?

10 No, nor does it imply such great strength in trumps.

11 As a necessary consequence of this intimation of strength, what becomes your partner's duty?

11 To lead trumps on the first opportunity, and throw the strength of his hand into yours as much as possible.

12 How is this best done?

12 With 2 or 3 trumps the best should be led, and, if it makes, the next best. With 4 or more the lowest.

13 May the signal be given in any round of a suit?

13 No; it must be made in the *first* and second rounds, unless it is right for you to take or attempt to take the trick in the first round, in which case the demand may be made in the second and third rounds of the suit.

14 Before complying with the request, what should you be assured of?

14 That the higher card dropped is *unnecessarily* high.

15 Illustrate the importance of this by an example.

15 With knave, ten, and 1 other small card, say the three, it is usual

to play the ten second hand on a small card. When your three comes down in the next round, it is not therefore a signal for trumps. To ask for trumps in this suit second hand, the knave should be played first round, not the ten.

16 What is the modern extension of this call for trumps designated?

16 The Echo.[1]

17 What does this 'echo' consist in?

17 Asking for trumps in response to your partner's 'ask,' when, but for his demand, you would not have called.

18 Should your partner lead trumps, and you have 4 or more, what should you do?

18 Make the trump signal either in the trump suit, or at the first opportunity.

19 What are the advantages of the echo?

19 (*a*) Should your partner be strong in trumps, he may hesitate to trump a doubtful card; but the echo enables him to do so without fear, and to persevere with the trump lead. (*b*) It informs your partner as to the position of some

[1] This development was originated by 'Cavendish.'

or all of the remaining trumps when two rounds have been played.

20 Give a practical example of this.

20 Eight trumps are out; your partner has 3 more; you have *echoed.* He will know by this that the other 2 are in your hand, and will accordingly discontinue the trump lead.

21 What is the negative advantage of the echo?

21 Eight trumps are out and you have not echoed, though you have had the chance of doing so. Your partner infers that you have not more than 1 trump left.

22 Under what other circumstances in the game, besides the possession of numerical strength, is a trump lead justifiable?

22 (*a*) If your partner refuses to trump a winning card, or to over-trump the adversary, unless you have reason to believe he is unable to do so. (*b*) In order to stop an actual or impending cross-ruff from the adversaries. (*c*) When you can draw 2 of the adversaries' trumps for 1 of your own, your partner having none. (*d*) When you have a very weak hand, and no score on your side, the adver-

saries having marked three or four, it being impossible to save the game unless your partner has a strong hand, in which case a lead of trumps would help his game.

23 What alone would justify the lead of a singleton in trumps?

23 Only overwhelming strength in the other suits.[1]

24 As a consequence of what has been said, what should you do if your partner indicates that he possesses strength in trumps, either by leading or asking for them?

24 It is *your imperative duty* to return trumps immediately if your partner leads them, or to lead them on the first opportunity if he signals for them.[2]

25 What is meant by a 'doubtful card?'

25 A card of a suit of which your partner *may* have the best.

26 What should guide you as to whether you should trump a doubtful card or not, being second player?

26 Your strength in trumps: trump (*a*) when you are weak, or (*b*) *very* strong; pass it when your trump suit consisted originally of 4, or 5 if they are small ones.

---

[1] Clay quotes a remark that the only justification for this would be having at least ace, king, in the three remaining suits.

[2] It is an aphorism of traditional respectability that the only excuses for not returning a trump are a fit of apoplexy or *not having any*, and the same applies in the case of trumps being 'asked' for.

27 Why should you trump (*a*) when you are weak, or (*b*) when you are very strong?

27 (*a*) Because a weak suit of trumps cannot be led with advantage, and therefore cannot be employed better than in trumping; (*b*) because with a very strong suit you can afford to use one in trumping and yet have enough left to exhaust your adversaries' trumps.

28 Why should you pass the trick when you hold moderate strength in trumps?

28 Because by trumping you would so weaken your suit as to diminish the probability of your being able to exhaust the adversaries' trumps, and to bring in your own or your partner's long suit.

29 What incidental advantage does adherence to this rule possess?

29 It is an indication to your partner. If he sees you trump freely second hand, he will know that you are weak; if you abstain, he should infer that you are strong or have none.

30 What is the inference your partner should draw if you refuse to over-trump, or to trump a certain winning card?

30 Either (*a*) that you have no trump; or (*b*) more probably 4 trumps and a powerful hand besides, and that you are reserving your trumps to bring in a suit.

31 In that case what should your partner do?

31 He should assist you by leading trumps as soon as he can.

32 If you are weak in trumps, what must you carefully avoid?

32 Forcing your partner to ruff,[1] because if you are weak in trumps, the odds are he is proportionately strong.

33 If, then, a good partner leads a losing card of a suit he knows you must trump, what is the inference, and how should you act?

33 That he is strong in trumps, and you should therefore take the force, depending on his strength to exhaust the adversaries' trumps.

34 If, on the other hand, he refrains from forcing you, what may you assume?

34 That he is weak in trumps.

35 Under what circumstances, though weak in trumps, may you be justified in forcing your partner?

35 (*a*) When he has already shown a desire to be forced as by trumping a doubtful card, or weakness in trumps as by refraining from forcing you; (*b*) when you have a cross-ruff, which secures several tricks at once, and is often therefore more advantageous than trying to establish

[1] 'If you do so, you are no longer a partner, but an adversary.'—*Cam.*

a suit; (*c*) sometimes when you are playing a close game, as for the odd trick, or when one trick saves or wins the game or a point; and (*d*) sometimes when great strength in trumps has been declared against you.

36 From the principles of play embodied in the foregoing, should the adversaries possess a strong trump hand, what is the best way to oppose it, so as to diminish the advantages it gives over you?

36 First, carefully avoid leading trumps, as this is the adversaries' game; and, secondly, force their strong trump hand whenever you can, and, if he refuses to take a force, keep on giving it to him.

37 If the adversary is weak, what course should you adopt?

37 Avoid giving him the chance of ruffing.

38 What should you do with regard to a suit which both adversaries renounce?

38 Avoid leading it, as the weak will trump and the strong get rid of a losing card.

39 If an honour has been turned up on your left, is it good play to lead trumps *merely* for the sake of leading through the honour?

39 No; it debases the use of trumps, and misleads your partner, who will naturally imagine you to be strong, and, by returning them, destroy your joint game.

40 On the other hand,

40 No; it is very seldom

should you necessarily be deterred from leading trumps because an honour is turned up on your right?

the case that you should be influenced by it.

IV.

PLAIN SUITS.

1 What are called *plain* suits?

1 Suits not trumps.

2 Supposing you have first lead, and are not strong in trumps, which suit do you lead from?

2 Your longest suit; thus adhering to the principle already enunciated (p. 6), by which you indicate to your partner what is the chief component of your hand.

3 What are the advantages of leading from your longest suit?

3 (*a*) By so doing you have the best chance of establishing your suit, and (*b*) you avoid assisting your adversary to establish his suit.

4 Has this rule any exception?

4 Yes; the rank of the cards must be considered as well as the number. If, therefore, the longest suit consists of very low cards, it is sometimes advisable to lead from a suit containing higher cards,

though there are fewer of them, especially if that be also a long suit.

5 What constitutes a *short* suit?

5 Three cards or less.

6 If you hold two suits of equal length, which should you lead from?

6 The stronger.

7 What is, of course, the best suit of all to lead from?

7 One which combines numerical strength with *high* cards.

8 When is the lead disadvantageous?

8 When all the suits are weak.

9 If, then, with a weak hand, in which you have 4 of a suit headed by a ten or a nine, the remaining cards being equally divided, what suit should you lead from?

9 The 4 suit, unless it is trumps (*vide* p. 23), as being the best defensive game, your hand being useless for purposes of offence.

10 Should the fact of your long suit being headed by a tenace deter you from leading from it?

10 No; the advantage of opening your game correctly is so great as to outweigh the probable gain from holding up the tenace.

11 Would this hold with equal force towards the end of the hand?

11 No; the case then is somewhat different, and you should often hold your tenace carefully back, so as to get it led up to, and therefore another suit would be preferable to lead from.

12 Which card of the long suit should be led originally?

12 The lowest, or more often, the lowest but one (*vide* p. 20, the penultimate).

13 What are the reasons for this?

13 (*a*) By keeping back the high cards you retain the command, and thus have both a better chance of establishing the suit, and also of preventing your adversary establishing the suit in case your partner should prove very weak in it. (*b*) It enables your partner to put on his highest card third hand, and forces out your adversary's best card fourth hand, if he holds one still better, by which means your suit is cleared.

14 What are the exceptions to this rule?

14 (*a*) With ace and 4 or more small ones lead ace, lest it should be trumped next round. (*b*) With a suit containing one of the various kinds of sequences lead one of the sequence (for details see following questions).

15 How many kinds of sequence are there?

15 Three: (*a*) a *head* sequence, (*b*) an *intermediate* sequence, and (*c*) an *under* sequence.

16 What is a head sequence?

16 A sequence of the highest cards of your suit, *i.e.* of the cards heading your suit; thus such a suit as queen, knave, ten, six, contains a head sequence of queen, knave, ten.

17 Which card should be led from a suit containing a head sequence?

17 The highest.

18 What are the reasons for this?

18 (*a*) By so doing you force out any higher card which your adversary may hold; and (*b*) you prevent the first trick falling to the fourth player very cheap in case your partner is very weak.

19 What are the exceptions to this mode of playing a head sequence?

19 (*a*) With ace, king, and others, the king is led. (*b*) With king, queen, knave, and more than 1 small one, the knave (*vide* Leads in Detail, p. 30, &c.)

20 What is an intermediate sequence?

20 One which is neither at the head nor the bottom of a suit; thus a suit of queen, ten, nine, eight, and a small card, contains an intermediate sequence.

21 In a suit containing an intermediate sequence, which is the best card to lead?

21 The lowest of the sequence.

22 Has this rule been long adopted?

22 Only partially so, but it is now recognised in all suits of more than 4 cards containing intermediate sequences.

23 What advantages are gained by it?

23 (*a*) You prevent the adversaries from winning the trick with a very low card; (*b*) when in the second or third round you play the lowest of the suit, your partner is informed how many of that suit you still hold.

24 What name is applied to the extension of this principle to all suits of more than 4 cards, irrespective of their containing an intermediate sequence?

24 The *penultimate.*[1]

25 What rule then has been formulated under that title?

25 To begin with the lowest but one of the suit you led originally if it contains more than four cards.

26 Can information be similarly communicated as to the number of trumps, even when you are obliged first to ruff before leading them?

26 Yes; by trumping with the lowest but one, and then leading the lowest.

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[1] This was originated by 'Cavendish.'

27 Give an example of this.

27 With ace, queen, ten, six, four of trumps, you are forced. You trump with the six and lead the four. Your partner should understand you hold at least 3 more trumps.

28 Does the penultimate rule apply to all leads?

28 No, to *original* leads only as opposed to *forced* leads?

29 What is an under sequence?

29 A sequence at the bottom of your suit (in contradistinction to one heading it).

30 If you lead from an under sequence, what card should be played?

30 The lowest.

31 Why?

31 In order that your partner may play his highest, and thus clear your suit.

32 Why is it disadvantageous to lead from a short suit?

32 Because by so doing you sacrifice the chief advantage conferred by the lead, namely, the chance of establishing your long suit; and, moreover, you probably assist the adversary to establish his, it being two to one that the adversaries are strong in a suit in which you are weak.

33 Does this reasoning apply to 2 card suits and singletons?

[1] 33 Yes; and with still greater force.

34 But does not leading from a suit of a single card enable you to make tricks with small trumps?

34 Your chance of doing so is nearly as good if you wait to have the suit led up to you, and this slight advantage does not make up for having deceived your partner and aided your adversary in establishing his suit.

35 What are leads from short suits called from the fact of their being thus contrary to the principle of the game?

35 *Unnatural* or *forced* leads.

36 Will it often happen that you are driven to open a short suit originally?

36 No, as one of your suits must contain as many as 4 cards.

37 When it happens that the two descriptions of strength are nearly balanced, as in the case (say) of a suit of 4 small cards—none higher than the eight or nine—and suits of 3 cards of higher value, how should you act?

37 As a rule, in conformity with the general principle, by leading from the 4 suit.

[1] 'Cavendish' says: 'It may be laid down as an axiom, that in *plain* suits an original lead from a single card is in no case defensible.'

38 Should the 4 card suit be weak trumps, and the other suits all *short*, what should you lead?

38 In such a case, opening one of the other suits is generally less disadvantageous than leading trumps.

39 In opening a suit of but 3 cards, which should you select if possible?

39 One in which you hold a sequence, which may be of benefit to your partner, such as queen, knave, ten; queen, knave, a small one; knave, ten, and 1 other, and so on.

40 If you have no sequence, which short suit should you select to lead from?

40 Your strongest.

41 When you have to open with a *short* suit, which card should you lead?

41 The highest.

42 Why?

42 Because, being yourself weak, you should try to strengthen your partner's hand by playing out your own high cards and forcing out those of the adversary, and thus leaving him with the command.

43 Is there any exception to this?

43 If you have no reason to know that your partner is *long* in the suit, with the ace and 2 small ones, the king and 2, or

the queen and 2, you may lead the smallest, so as to try and save the honour, in case of the strength lying against you.

44 What inference should your partner draw, then, if you lead a high card in the first round of a suit, and in the next drop a lower?

44 That you have led from a weak suit, unless he has reason to believe that you are leading the lowest of a sequence, or are using the penultimate lead from 5 cards.

45 When you obtain the lead after one or more tricks have been played, is it wise to open a fresh suit?

45 No; it is better to pursue the original lead, even a losing card, unless the fall of the cards in the previous rounds has been such as to modify the prospects of the game—*e.g.* if your suit has become established, or your partner has shown a very strong suit or strength in trumps.

46 If you have not had the lead before, what considerations should influence your lead?

46 If you possess a decidedly strong suit it is better to open it, but with weak or only moderately strong suits it is better as a rule to return your partner's original lead. Failing other indications, and having no very

strong suit of your own, you should lead up to the *weak* suit, that is when held by your *right*-hand adversary, or, though this is less advantageous, through the *strong* suit of your *left*-hand adversary.

47 In returning your partner's lead, what does the card you should select depend on?

47 On the number of the cards you have remaining in the suit; in other words, whether it was a long or short suit.

48 In returning your partner's lead, then, if you did not hold more than 3 cards of the suit originally, which should you always return?

48 The highest of those you have left.

49 Why?

49 To strengthen your partner's hand, in accordance with the custom in playing short suits (*vide* p. 23), and also as a conventional signal.

50 If, on the other hand, you originally held 4 of your partner's suit?

50 Then return the lowest,[1] unless you have the master card, which play at once (*vide* p. 27, Ans. 58).

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[1] Agreeably to the principle (*vide* p. 18) that with 4 cards of a suit you are strong enough to husband your strength.

51 If however you have previously discarded 1 of this 4 suit, then how should you act?

51 Play as if you had held only 3 originally.

52 Specify some of the advantages of this mode of play?

52 You return the highest of a short suit for the same reason that you lead the highest, namely, to strengthen your partner, and to enable him to finesse. You return the lowest of a long suit to prevent your partner finessing in a suit which must be trumped third round, since you and he are both strong.

53 What other advantage is there in adhering strictly to this rule, even with small cards?

53 It informs your partner how many cards you originally held in the suit.

54 How so?

54 Because if in the third round you play a lower card than the one which you returned in the second round, he infers that you have no more left; if a higher, that you have at least one more.

55 What follows from the foregoing explanation with reference to your play?

55 That you should never fail to observe whether the card returned by any player to his partner's

lead is higher or lower than the card of the same suit which he subsequently plays.

56 Are there any exceptions to the rule of play here laid down?

56 Yes; two.

57 What are they?

57 (*a*) Always return the winning card, lest it should be trumped third round, and also to clear your partner's suit. (*b*) When you hold second *and* third best, return the highest so as to force out the best and clear your partner's suit.

58 What general principle is deducible from the mode of play inculcated in this section?

58 Not to keep the commanding card of your partner's suit, but to retain as long as you can that of your adversaries'; also in the early part of the game, before returning your partner's lead, to give him some information respecting your own hand, provided you have any *worth* giving—say, if you have 5 cards with an honour, or 4 cards with ace king, or king queen.

59 What principle should guide you in making an original discard?

59 As you weaken a suit by discarding from it, and as your object

should be to maintain the strength of your long suits intact, your *original discard* should be made from a suit in which you are already weak, as you do but little harm in throwing away from it.

60 But should the adversaries have shown great strength in trumps either by leading trumps or asking for them, would it be right to adhere to these tactics?

60 No, you should then play a defensive game, and endeavour to guard your weaker suits by discarding from your *best protected* suit, which, of course, is generally your longest.

61 What is a discard made under these circumstances called?

61 A *forced* discard.

62 When trumps are not declared against you, what ought your partner to infer from your first or original discard?

62 That you are weak in that suit.

63 Should he refrain, therefore, if possible, from leading that suit?

63 Yes.

64 But, on the other hand, when the strength in trumps has been clearly declared against you, what should his assumption be as to your discard?

64 That you have strength in the suit from which you have originally thrown away.

65 Under these circumstances, what suit should he select to lead from, if without any very strong suit of his own?

65 That from which you made the forced discard.

66 What discard alone conveys this information?

66 Your *original* discard.

67 If strength in trumps is against you, should you avoid unguarding an honour or discarding a singleton?

67 Yes.

68 But when there is the prospect of the strength in trumps being in your favour, what should you endeavour to do?

68 Inform your partner, as clearly as possible, which is your long suit, by discarding from your weak one—even if it is necessary to unguard an honour or throw away a singleton.

V.

LEADS IN DETAIL.

First Hand.—Suits headed by Ace.

1 Which is the correct card to lead from ace, king and others?	1 King and then ace.[1]
2 From ace, king, and 1 small card?	2 King, then ace.
3 From ace, king, alone?	3 Ace, then king.
4 *In trumps*, from ace, king, and 5 small ones (*i.e.* 7 in all)?	4 King, then ace.[2]
5 *In trumps*, from ace, king, and less than 5 others?	5 The smallest.[3]
6 From ace, king, queen, alone, or with others?	6 King, then queen.
7 *In trumps*, from ditto?	7 Queen, then king.
8 From ace, king, queen, knave?	8 King, then queen, then knave.

[1] Unless you have already trumped another suit. Then lead ace first to prevent your partner trumping your king with a view to establishing a cross ruff.

[2] In this case you are sure to be left with the numerical command in trumps.

[3] Your ace and king must make; you give your partner an even chance of winning the first trick, and you retain the command.

9 *In trumps*, from ditto?	9 Knave, then queen, then king.
10 From ace, king, knave, with or without small ones?	10 King, then ace.[1]
11 From ace, queen, knave, with or without small ones?	11 Ace, then queen.[2]
12 From ace, queen, ten, nine?	12 Nine.
13 From ace, queen, ten, nine, with small ones?	13 Ace.
14 *In trumps*, from ditto?	14 Nine.
15 From above suit, with knave turned up to your right?	15 Queen.
16 From ace, queen, ten, nine, eight, with or without small ones?	16 Ace.
17 *In trumps*, from do.?	17 Eight.[3]
18 From ace, knave, ten, nine?	18 Nine.[4]

[1] If instead of following up the king with the ace you change your suit, your partner should infer that you hold ace, knave, and wish to be led up to so as to finesse against the queen. In trumps this is generally advisable if you have not more than five, and especially so if the queen is turned up to your right.

[2] It is now considered right by the best judges, but not yet generally adopted, to lead ace, then knave, if you have 5 or more in suit, that your partner may get out of the way by putting on king if he had king and 2 small ones originally.

[3] Except with more than 6 trumps, then lead the ace.

[4] Some players lead ace and knave. In trumps, with other

19 From ace, queen, and 2 low cards?	19 Lowest.[1]
20 From ace, queen, and 1 low card?	20 Lowest.
21 From ace, queen, and 3 or more?	21 Ace, then lowest.
22 From ace, queen, only (if led at all)?	22 Ace.
23 From ace, knave, ten, nine, with small ones?	23 Ace, then knave.
24 From ace, knave, ten (if led at all)?	24 Ten.
25 From ace, knave, ten, and 1 small one?	25 Lowest.
26 From ace, knave, and 2 small ones?	26 Lowest.
27 From ace, knave, and 1 small one?	27 Lowest.
28 From ace, knave, only?	28 Ace.
29 From ace, and 4 or more small ones?	29 Ace.
30 *In trumps*, from do.?	30 Lowest.[2]
31 From ace, and 3 small ones?	31 Lowest.
32 From ace, and 2 others (one of the others not being king)?	32 Lowest.[3]

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cards, the nine, unless queen is turned up to your left, when lead ace and knave.

[1] Some players lead ace.

[2] Except with 6 others, then lead ace.

[3] Unless partner has indicated strength in the suit, when lead ace, then next highest.

33 From ace and 1 small card?	33 Ace.[1]

Suits headed by King.

34 From king, queen, knave, ten, with or without small ones?	34 Ten, then knave.
35 From king, queen, knave, and more than 1 small one?	35 Knave, then queen.[2]
36 From king, queen, knave, and 1 small one?	36 King, then queen; then, if ace does not fall, the small one.[3]
37 From king, queen, knave, only?	37 King, then queen.
38 From king, queen, ten, with 1 or more small ones?	38 King; if it wins, then lowest.
39 From king, queen, ten, only?	39 King, then queen.
40 From king, queen, and 2 or more small ones?	40 King; if it wins, then lowest.
41 *In trumps*, from do.?	41 Lowest, then king.[4]

[1] Especially if partner has indicated strength in the suit. If two tricks must be made in the suit to win, or save a particular point, lead lowest.

[2] Even if your partner holds the ace and puts it on your knave, you will be left with complete command of the suit.

[3] It being clear from both king *and* queen being passed that the ace lies with your partner.

[4] Except with more than 6 trumps, then begin with king.

42 From king, queen, and 1 small one?	42 King; if it wins, then small one.[1]
43 From king, queen, alone?	43 King.
44 From king, knave, ten, nine, with or without small ones?	44 Nine; if it wins, then ten.
45 From king, knave, ten, with 1 or more small ones?	45 Ten; if it wins, then lowest.
46 From king, knave, and ten, only?	46 Ten, then king.[2]
47 From king, knave, and 2 or more small ones?	47 Lowest.
48 *In trumps*, from king, knave, nine, &c., with ten turned up to your right?	48 Knave.
49 From king and 3 or more small ones?	49 Lowest.
50 From king and 2 others (one of the others not being queen)?	50 Lowest.[3]
51 From king and 1 low card?	51 King.

[1] Except partner has indicated strength in the suit, when lead king, then queen.

[2] Except partner has indicated strength in the suit, when lead king, then knave.

[3] Except partner has indicated strength in the suit, when lead king, then next highest.

Suits headed by Queen.

52 From queen, knave, ten, with or without small ones?	52 Queen; then knave, if with 1 other, but ten if you have more than 1 other.
53 From queen, knave, nine, and 1 or 2 more small ones?	53 Lowest.
54 *In trumps*, from do., with ten turned up on your right?	54 Queen.
55 From queen, knave, and 2 or more small ones?	55 Lowest.[1]
56 From queen, knave, and 1 small one?	56 Queen; if it wins, the knave.
57 From queen, knave, only?	57 Queen.
58 From queen and 2 small ones?	58 Lowest.[2]
59 From queen and 1 small one?	59 Queen.

Suits headed by Knave.

60 From knave, ten, nine, and others?	60 Knave; then ten, if with 1 other, but nine if with more than 1 other.
61 From knave, ten, and 2 or more small ones?	61 Lowest.

[1] You have numerical strength, and your object is not to take the chance of catching the king, but to establish the suit.

[2] Except partner has indicated strength in the suit, when lead queen, then next highest.

62 From knave, ten, and 1 other?	62 Knave.
63 From knave, ten, only?	63 Knave.
64 From knave, ten, eight, with 1 or more small cnes?	64 Lowest.
65 *In trumps*, from do., if nine is turned up on your right?	65 Knave.
66 From knave and 3 or more small ones?	66 Lowest.
67 From knave and 2 small ones?	67 Knave, and then next highest.
68 From knave and 1 small one?	68 Knave.

Suits headed by Ten.

69 From ten, nine, eight, with 1 or more small ones?	69 Lowest.
70 From ten, nine, and small ones?	70 Lowest.
71 From ten, with 3 or more small ones?	71 Lowest.
72 From ten, with 1 or 2 others?	72 Ten.

Suits headed by a Small Card.

73 From suits headed by a card smaller than the ten, containing 4 or more cards?	73 Lowest.

74 From suits headed by a card smaller than the ten, containing at most 3 cards?

74 Highest.

The Lead—Second Round.

75 In the *second round* of a suit, should you have the winning card?

75 Generally lead it.

76 In the *second round* of a suit, if you have the second and third best?

76 Generally lead the second best.

VI.

Second Hand.

1 What card should you generally play in the first round of a suit, second hand?

1 Lowest.

2 Why?

2 Because it is desirable to retain the high cards in your adversaries' suit. It is also an even chance whether your partner or the third player has the best card, and your partner has the advantage of lying over third hand. This advantage you have over the original leader when the suit is returned, whereas, if you had already parted with your high card he could finesse against you successfully.

3 If, however, you hold a sequence of high cards, second hand, how should you play?

3 Put on one of the sequence.

4 Why?

4 To prevent the third hand either winning the trick, or forcing out a

very **high card** from your **partner**, with a very low **card**. When the suit is returned you still have a high card lying over the original leader, and can therefore prevent his winning by a finesse.

5 With a moderate sequence, then, such as queen, knave—knave, ten — or ten, nine — how should you play?

5 Cover, if you are numerically weak.

6 But with more than 3 cards of the suit, what should you do?

6 Play your lowest.

7 Why?

7 On the general principle already discussed, that in weak suits you play to strengthen your partner, but in strong ones you expect him to help you.

8 From a sequence second hand, which should be played?

8 The lowest.

9 From ace, king, &c., which card should be played?

9 King.

10 *In trumps* with ditto?

10 It is often in this case right to leave the chance of the first trick to partner.

11 From ace, king, queen?	11 Queen.
12 *In trumps* with ditto?	12 Queen.[1]
13 From ace, king, knave?	13 King; and if the second round comes from the original leader, and shows he led from strength, you may then finesse the knave.
14 From ace, queen, knave?	14 Knave.
15 From ace, queen, knave, ten?	15 Ten.
16 Ace, queen, ten?	16 Queen.
17 Why?	17 By this play two tricks are made certain, *unless* led through twice, and king and knave both lie over second player.
18 In trumps from ace, queen, ten?	18 Ten.
19 From ace, queen, and small ones?	19 The smallest.[2]
20 From ace, queen, and 3 or more small ones?	20 The queen if weak in trumps, smallest if strong.
21 From ace, knave, ten, and 1 or more small ones?	21 The smallest.

[1] You are so strong that you should not pass the trick.

[2] Except knave is led by a *good* player, when put on ace; it is useless to cover knave with queen, as the player cannot have king (*vide* Leads in Detail, p. 36).

22 *In trumps* with ditto?	22 The ten.[1]
23 From ace, knave, and 1 or more small ones?	23 Small one always.
24 From ace and 4 small ones?	24 Generally put on a small one.[2]
25 From king, queen, and others?	25 Queen.
26 *In trumps* with ditto?	26 Smallest.[3]
27 From king, knave, ten, &c.?	27 Lowest of knave, ten, sequence.
28 From queen, knave, and 2 or more small ones?	28 Small one.
29 From queen, knave, alone, or with 1 small one?	29 Knave.
30 From knave, ten, and 2 or more small ones?	30 Small one.
31 From knave, ten, alone, or with 1 small one?	31 Ten.
32 From ten, nine, and 2 or more small ones?	32 Small one.

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[1] Because from king, queen, &c., *in trumps*, a small one is generally led, but in plain suits the king.

[2] Except the game is in a critical state, and you are weak in trumps, or if you have reason to think the lead is a singleton, then it may be right to put on the ace.

[3] Unless you have ten also, in which case play it; or only 3 in suit, in which case play the queen.

33 From ten, nine, alone, or with 1 small one?	33 Nine.
34 If a small card is led, and you hold an honour and 1 small card, how should you play?	34 Play the small card.[1]
35 In trumps, should you have turned up king or queen, with only 1 other trump (*i.e.* singly guarded)?	35 Play the honour.
36 From queen and another, your partner having turned up ace or king, which card?	36 Small one.
37 From queen and 1 other, if the ten is led?	37 Queen.
38 From queen and 2 others, if the ten is led?	38 Small one.
39 From knave and 1 or more small ones, if the ten is led?	39 Small one.
40 Should an honour be led, and you have a higher honour and numerical weakness, what should you do?	40 Cover it.
41 Should an honour be led and you have a higher honour and numerical strength?	41 Pass it.[2]

[1] Unless you wish to stop a trump lead or to lead trumps yourself, or have any other special reason for wishing to get the lead.

[2] Except you have the ace, when put it on.

42 From ace and others, if queen is led?

42 Ace.

43 From king, ten, &c., if queen is led?

43 King.[1]

44 From queen, ten, &c., if knave is led?

44 Queen.

45 In the second round of a suit, if you hold the winning card second hand?

45 In the majority of cases play it.

46 *In trumps*, with ditto?

46 If you have numerical strength in trumps, and a good hand besides, it is sometimes better to hold it back.[2]

47 If at second hand you hold the third best of a suit of which you have reason to infer that the second best is with the leader, how should you play?

47 Put on the third best, in order to strengthen your partner's hand if he holds the best.

48 Speaking generally, what principle may you lay down as to trumping a doubtful card second hand?

48 If strong in trumps, do not trump; but if weak, trump (*vide* p. 13).

49 With ace, knave, and others, should the king be led, is it right to finesse by passing it?

49 Very seldom, but it may occasionally be done with advantage, especially if you are strong in trumps.

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[1] But *not* if you have 4 or more.

[2] Your winning trump must make, and by passing the second round, you perhaps enable your partner to make a third best trump, or even a smaller one.

VII.

Third Hand.

1 As third hand, what as a general rule are you expected to play first round of a suit?

1 Highest card.

2 Why?

2 In order not only to do your best to win the trick, but to strengthen your partner's (presumably) long suit, by getting the highest cards out of his way.

3 What exceptions are there to this rule?

3 (*a*) If you have a head sequence play the lowest of the sequence. (*b*) In some cases it is desirable to finesse.

4 What should be your guide as to finessing third hand?

4 The card led by your partner. If he leads from strength you should be cautious in finessing; if he leads a high card from a weak suit in order to strengthen your hand, finesse freely.

5 From ace, queen, alone or with others of the suit, how should you play?

5 Finesse by playing the queen.

6 From ace, queen, knave, alone, or with others?

6 In like manner finesse the knave.

7 *In trumps* with ace, knave, is a finesse justifiable?

7 Yes, sometimes, when an honour has been turned up on the right.

8 With king, knave, &c., is it right to finesse knave?

8 Not unless your partner has led a strengthening card from a short suit.

9 With a nine led in a suit of which you hold king, knave, and others, what course should you adopt?

9 Finesse the knave or pass the nine, as the state of the game and your hand may indicate.

10 Should the eight be led and not covered, and you hold knave, nine, and others, what should your play be?

10 You may finesse your nine or pass the eight.

11 Would it be right to put ace on your partner's queen?

11 No; for you would part with ace, queen, for one trick, and leave the winning card against you.

12 With ace, knave, if ten is led originally, how should you play?

12 Pass it.

13 If ten is led and your only honour is the ace, what should you play?

13 The ace.[1]

14 If ten is led and not covered by the knave, second hand, and you hold queen?

14 Pass it.[2]

[1] The lead is most probably from king, knave, ten, &c., and you should leave the finesse to your partner.

[2] If the lead is from king, knave, ten, you gain nothing by

15 What should guide you as to finessing or not in a suit of which you have considerable strength, and in which a strengthening card has been led?

15 Your strength in trumps. If weak in them finessing is not expedient, and *vice versâ*.

16 If knave of a suit is led by your partner, you having ace, king, and small ones, what course should you adopt?

16 If you have an average hand and 4 trumps, you may pass the knave, but not so with only 3 trumps.

17 If your partner as third player wins a trick very cheaply, what is the inference?

17 That the strength of the adversaries in that suit lies with the 2nd player.

18 Give an instance of this.

18 Supposing you hold king and others, and you lead a small card, if your partner wins with the queen you know the ace must be behind—*i.e.* with the second hand; for if your partner had had it he would have played it after winning with the queen; your right hand adversary has it not, or he would not have allowed the queen to make the trick.

19 If, in the case quoted, along with king you

19 The ten; for if fourth player holds ace, knave,

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putting on the queen; and if the ten is a strengthening card, you give up all command of the suit by covering.

hold ten also, which card should you play on the return of the suit?

he will in any case make both tricks; by finessing ten you adopt the only chance of making your king.

20 With second and fourth best, *second* round, and a strong probability that the best lies behind, is it right as a rule then to play fourth best?

20 Yes.

21 Give an example of this.

21 If with queen, ten, and others, your partner wins your lead with the ace, and returns to you a small card, you are right to finesse the ten; for if second player had held king he would have played it (*vide* p. 43), the suit not being trumps, and even in trumps as often as not.

22 Under what circumstances is it legitimate to finesse against more than 1 card?

22 When the suit is trumps, and sometimes in other suits when the trumps are exhausted and you have little cause to fear winning cards being brought in against you which otherwise would not have made.

23 Is finessing limited to the high cards?

23 Certainly not; when they have been played out the finesse of the lowest cards, say the five, with

the five and seven, against the six, becomes as valuable as that of the queen, from ace queen, against the king.

24 What ought to be borne in mind as a general maxim with regard to finessing?

24 That it is better to finesse in your adversary's suit than in that of your partner.

25 What vital considerations must always be taken into account in finessing?

25 The state of the score, and of the game late in a hand.

26 If, then, I hold a winning card, and want one trick to save or win the game, would a finesse be justifiable?

26 Certainly not; it would be unpardonable.

27 When should very little risk be run for the sake of a finesse?

27 When its success would only leave you at the score of four instead of three, while its failure would leave you at the score of two instead of three, which in this case it is assumed to be in your power to reach.

28 When, on the other hand, is a finesse generally right (sometimes even against 2 cards)?

28 When its success will leave you at the score of three, while its failure would still give you the odd trick.

VIII.

Fourth Hand.

1 What is the principal duty of the fourth player?

1 To *win* the trick as cheaply as possible, and, failing that, to throw away the lowest card.

2. What is the only justification for not heading a trick fourth hand if you can do so?

2 The certainty of making *two* tricks by thus holding back.

3 Is it right, holding the ace, knave, and others of a suit in which the adversary leads the king, to forbear to take the trick in the hope of having the tenace led up to?

3 Doing so is rarely advisable. In this case it would be better to win the trick.

4 Do cases ever occur in which it becomes plain that the fourth hand *must not* take the trick?

4 Occasionally.

5 Give an instance of the kind referred to.

5 Suppose, as fourth player, you have 3 cards left in your hand, the king, the ten, and a small card of a suit of which the leader has led the queen, and you know him also to hold the knave and the nine. These are the only cards left in the suit,

which, let it be assumed, are trumps, or, which comes to the same thing, that all the trumps have been played out. It is clear that if you take the queen with your king, you only make one trick with your 3 cards, as the knave and nine will lie behind your ten and small card. It is equally clear that, if you refuse to win the queen, and play your small card, you will make two tricks out of the three, as the knave and the nine must then be led up to your king and ten.

6 Do cases sometimes arise in which it is advisable as fourth player to win a trick already your partner's?

6 Yes, sometimes.[1]

7 Cite an example illustrative of this.

7 Suppose you have the ace and a small card of a suit, and 2 or 3 losing cards which you know your partner cannot win. He, as second player, has taken the trick in the suit of which you hold the ace

[1] It requires a very good player to win his partner's trick.

and a small one, and you know that he can have nothing but that suit to play. If you do not take that trick from him, you will be forced to take the next trick with your ace, and have nothing left for it but to play your losing cards, and to submit to the loss of the remaining tricks. But if you take his trick with your ace, and return to him the small card, you give him the opportunity of a finesse, when he will probably make two or it may be all the tricks in the suit, and if he can only make one you have lost nothing by taking this chance.

IX.

INFERENCES OF THE GAME.

1 What is it important to do during the course of the game ?	1 To draw inferences from what you see played as to where certain cards do or do not lie.
2 When you lead a small card originally, what inference should your partner draw ?	2 That you have led from the suit of greatest strength.
3 What inference can be drawn from *any plain suit* being led originally ?	3 (*a*) That it is the best in the player's hand ; (*b*) that he has not 5 trumps.
4 From king being led ?	4 That he holds also queen or ace.
5 From ace, followed by queen ?	5 That he holds knave also.
6 From ace, followed by a small one ?	6 That he had originally 5 or more of the suit.
7 From queen, in plain suits ?	7 That he holds knave and ten, but not ace or king.
8 If ten is led originally, what information does that convey to you ?	8 That the player has led from (*a*) king, queen, knave, ten ; or (*b*) king, knave, ten ; or (*c*) from the highest card of his suit. And in the event of your holding, or either adversary playing, king

or knave, it is conclusive as to its being the highest of his suit.

9 Your partner leads (say) the six and you hold the seven, eight, ten, and queen; what is the inference?

9 If this is his strong suit, which you have every right to conclude it is, and if, consequently, the six is the lowest of 4 cards, the inference is he holds nine, knave, with ace or king.

10 Your partner takes the first trick with the ace and returns the ten; what do you infer from this?

10 That he holds either no more, or only 1 more of the suit; and when to a third round he plays a low card, it should be conclusive as to his having no more.

11 But if under similar circumstances he returns to you the deuce (say) instead of the ten, and in the third round plays a high card, what do you infer?

11 That he has still a card left in that suit, because if he had originally only held 3 cards in it he would have returned the higher of the 2 left, and not the deuce.

12 Again, if, in returning your partner's lead, you do not return the master card, what is the inference?

12 That you do not hold it.

13 Generally if a player forces his partner, what is the inference?

13 That he is strong in trumps.

14 If, on the other hand, he refrains from doing so?

14 That he is weak in trumps.

15 If second player plays king to a small one led, what is the inference?

15 That he holds ace also, or no more.

16 If queen is played under similar circumstances?

16 (*a*) Holds king also, or (*b*) ace and ten, or (*c*) no more.

17 If second player plays a smaller card than that led?

17 Inference, that he has none lower than the one played, unless *calling*.

18 If second player trumps a doubtful trick, what is the inference?

18 That he has not more than 3 trumps.

19 If he does not trump?

19 That he has more than 3 trumps.

20 If third player plays ace first round?

20 That he holds neither king nor queen.

21 If fourth player does not win the trick, what is the inference?

21 That he has no card higher than the one against him.

22 If he wins it as fourth player with any card?

22 That he has no card between the card he plays and the one against him.

23 What inference may be drawn from any card played by second, third, or fourth player?

23 That he has not the one next below it.

24 If either second, third, or fourth player refuses to trump a trick certainly against him?

24 That he is most probably strong in trumps and wants them led, or has none.

25 What does an original discard imply?

25 Weakness in that suit.

26 What does a forced discard, or one made after trumps have been shown to be against you, convey?

26 That the suit from which the discard is made is your best protected suit.

27 If your partner discards the best of any suit?

27 That he has next best, and full command.

28 If he discards second best?

28 That he has no more.

29 If an unnecessarily high card is *played* before a lower?

29 That a signal for trumps has been displayed.

30 If the lowest card but one of a suit is *led* originally?

30 That the suit contains more than 4 cards.

X.

HOW TO TREAT A BAD PARTNER.

1 What should you do when you have a partner who does not understand the modern system of combination and conventional signals?

1 As it would be futile to offer information which could only be understood by your adversaries, your best policy is to deceive them by reversing to a great extent the usual mode of play.

2 Are false cards, under these circumstances, often expedient?

2 Yes.

3 With such a partner, what should influence you in selecting a suit to lead from?

3 That suit which is best for your own hand, considered on its own merits exclusively. If your longest suit seems most advisable you may lead it, but you are by no means bound to do so.

4 In deciding which card to lead from a suit, what should influence you?

4 The consideration how you can make most tricks out of your hand. If you try to inform a bad partner of the cards you hold you fail in doing this and succeed in informing your adversaries.

5 What principle should govern you in returning your partner's lead?

5 Return it in plain suit, unless you have a distinctly better game before you. But do not feel at all bound to return a trump lead, as it is highly probable that he has led from a singleton.

6 What card should you lead in returning your partner's lead?

6 You must exercise your own judgment in each case; but avoid playing in accordance with the rules laid down in this work, the object of which is to convey information.

7 Should you abstain from forcing a bad partner, from the mere fact of your being weak in trumps?

7 Not necessarily.

8 How does the fact that you have a bad partner influence your play third hand?

8 It enables you to finesse much more freely in the suit he has led, as you have no certainty that it is a long suit, and it is therefore no use to play strengthening cards for the benefit of his hand.

9 In discarding, what course should you adopt?

9 Simply study what would best suit your own hand.

10 Should you avoid calling for trumps under these circumstances?

10 Yes; you should never do it except intentionally to deceive the adversaries.

11 In fine, then, what is most requisite in playing with a bad partner?

11 Judgment and observation of your partner's whist idiosyncrasies, always remembering that what would be very bad play if you had a good partner may be perfectly good play with a bad one.

THE LAWS OF WHIST.

The Rubber.

1 What is a rubber?

1 The best of three games.

Scoring.

2 What is a game?

2 Winning five points.

3 What are points?

3 The score made by tricks or honours.

4 How are tricks reckoned?

4 Each trick after six scores one.

5 How are honours reckoned?

5 By excess; that is to say, if a player and his partner hold between them—(*a*) The 4 honours, they score four points; (*b*) 3 honours, two points; (*c*) but if the partners at the beginning of a deal have scored four, they cannot count honours.

6 Is there any precedence as to the scores?

6 Tricks score first, and then honours, but the penalty for a revoke takes precedence of all other scores.

7 When should honours be claimed?

7 Before the trump card of the following deal is turned up.

8 Is it sufficient to *score* honours?

8 No; they must be called audibly.

9 What is a treble?

9 Winning five points before the adversaries have scored: for this you mark three.

10 What is a double?

10 Winning five points when the adversaries have scored one or two. For this you mark two.

11 What is a single?

11 Winning five points when the adversaries have scored three or four. For this you mark one.

12 Do the winners of the rubber gain anything in addition to the value of their games?

12 Yes. They gain two points, which are called the rubber points.

13 When the losers have won one game, how are the points counted?

13 The value of the losers' game is deducted from the gross number of points gained by their opponents.

14 If a mistake in scoring the points of a game be proved, when can such mistake be corrected?

14 Before the end of the game in which it occurred.

15 When is a game considered to be concluded?

15 When the trump card of the following deal has been turned up.

16 If a mistake in scoring the points of a rubber be proved—as, for example, a single scored

16 At any time during the rubber.

for a double or treble, or *vice versâ*—when can such mistake be rectified?

Formation of Table.

17 How are partners selected?

17 By cutting: the two lowest play against the two highest.

18 Who deals?

18 The lowest, who also has choice of cards and seats.

19 Which is the lowest card?

19 The ace.

20 Must everyone cut from the same pack?

20 Yes.

21 What is done should a player expose more than one card?

21 He must cut again.

22 How are the players selected if there are more than four candidates?

22 The four who cut the lowest cards play, and cut again to decide on the partners.

Cutting Cards of Equal Value.

23 What is done if two players cut cards of equal value in cutting for partners?

23 They cut again, unless such cards are the two highest or two lowest; in the latter case, a fresh cut is necessary to decide which of those two deals.

24 Give an example.

24 A five, two nines, and a knave are cut. The two nines cut again, and the lowest plays with the five. If, for example, on the second cut, the two nines cut a king and a queen, the queen plays with the five.

25 If, at the second cut, a lower card than the five is cut, what is done as to the deal?

25 The five still retains its privilege as original lowest, and has the deal and choice of cards and seats.

26 Should three players cut cards of equal value, what is done?

26 They cut again, and should the fourth (or remaining) card be the original highest, the two lowest of the new cut are partners; should the fourth card be the original lowest, the two highest are partners.

27 Give an example.

27 Three twos and a four are cut. The three twos cut again. The four is the original highest, and plays with the highest of the next cut.

28 If, on the other hand, the second cut consist of an ace and two knaves, what is done?

28 The two knaves cut again, and the highest plays with the four.

Cutting Out.

29 What is done when admission is claimed by anyone at the end of a rubber?

29 He who has played the greatest number of consecutive rubbers goes out.

30 If all have played the same number, how is it decided?

30 The players cut; the highest going out.

31 When must a candidate wishing to enter a table declare such intention?

31 Before any of the players have cut a card for the purpose of commencing a fresh rubber.

Shuffling.

32 In what manner should the pack be shuffled?

32 On or above the table, and so that the face of no card can be seen.

33 May the pack be shuffled during the play of the hand?

33 No.

34 May a pack be shuffled by dealing it into packets, or across the table?

34 No; not after it has once been played with.

35 Has each player a right to shuffle prior to a deal?

35 Yes.

36 May he do so more than once?

36 No.

37 Who must collect the cards for the ensuing deal?

37 The dealer's partner, who also has the first right to shuffle that pack.

38 Where must the cards be placed by each player after shuffling?

38 To the left of the player about to deal.

39 Who has the right to shuffle last?

39 The dealer.

40 Should a card or cards be seen during his shuffling, or whilst giving the pack to be cut, may he be compelled to re-shuffle?

40 Yes.

The Deal.

41 How does the right of dealing pass?

41 Each player deals in his turn, and the right of doing so goes to the left.

42 Who cuts the pack?

42 The player on the dealer's right.

43 How should it be done?

43 In such a manner that not fewer than 4 cards are left in each packet.

44 If a card be exposed in cutting, must there be a fresh cut?

44 Yes.

45 What happens if the dealer shuffles the cards after the pack is cut?

45 He loses his deal.

A New Deal.

46 If (*a*) during the deal, or during the play of a hand, the pack be proved incorrect or imperfect; or (*b*) if any card, excepting the last, be faced in the pack, what must be done?

46 There must be a new deal, the same dealer dealing again.

47 If, whilst dealing, a card be exposed by the dealer or his partner, can the adversaries claim a new deal?

47 Yes, unless either of them have touched the cards.

48 If, whilst dealing, a card is exposed by either adversary, can the dealer claim a new deal?

48 Yes, provided that his partner has not touched a card.

49 If, in either of these cases, a new deal does not take place, can the exposed card be called?

49 No.

50 If, during dealing, a player touches any of his cards, may the adversaries do the same without losing their privilege of claiming a new deal, should the conditions referred to in Laws 47 and 48 have arisen?

50 Yes.

51 When must a new deal be claimed?

51 Before the trump card is turned up.

52 If, in dealing, one of the last cards be exposed, and the dealer turn up the trump before there is reasonable time for his adversaries to decide as to a fresh deal, do they thereby lose their privilege?

52 No.

53 What is the law if a player, whilst dealing, look at the trump card?

53 His adversaries have a right to see it, and may exact a new deal.

54 What is done if a player take into the hand dealt to him a card belonging to the other pack?

54 The adversaries, on discovery of the error, may decide whether they will have a fresh deal or not.

A Misdeal.

55 What constitutes a misdeal?

55 It is a misdeal unless the pack is cut to the dealer, and he then deals the cards one by one in regular order into four packets containing thirteen cards each, beginning with the player on his left, and exposing the last card on the table as

the trump card. If the dealer gives two cards at once, or in succession, to the same hand, he may avoid a misdeal by moving one card, but he may not in any other way alter the position of the cards already dealt, and may not count either the cards already on the table or the remainder of the pack.

56 If the cards are dealt in any other way than that just laid down what is the penalty?

56 Loss of the deal, which passes to the next player on the left.

57 If, during the dealing, either of the adversaries touch the cards, does a misdeal lose the deal?

57 No.

58 Should the dealer's partner have first interfered with the cards, is deal lost?

58 Yes.

59 What happens if, three players having their right number of cards, the fourth has less than 13, not discovering this deficiency until after he has played to the first trick?

59 The deal stand good.

60 Is he answerable for any revoke he may make in consequence?

60 Yes.[1]

61 May he search the other pack for the missing card or cards?

61 Yes.

62 If a pack, during or after a rubber, be found incorrect or imperfect, does such proof alter any past score, game, or rubber?

62 No.

63 Does the hand, however, in which the imperfection was detected, become null and void?

63 Yes.

64 Does the dealer retain his deal?

64 Yes.

65 What is the law should anyone deal out of turn, or with the adversaries' cards?

65 He may be stopped before the trump card is turned up, after which the game must proceed as if no mistake had been made.

66 Can a player either shuffle, cut, or deal for his partner?

66 No, except with the permission of his opponents.

67 What is the law if the adversaries interrupt a dealer whilst dealing, either by questioning the

67 Should a misdeal occur, he may deal again.

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[1] *Vide* also Law 102.

score or asserting that it is not his deal, and fail to establish such claim?

68 What is done should a player take his partner's deal, and misdeal?

68 The latter is liable to the usual penalty of loss of the deal, and the adversary next in rotation to the player who ought to have dealt then deals.

The Trump Card.

69 When ought the dealer to take the trump card into his hand?

69 When it is his turn to play to the first trick.

70 What is the penalty for leaving the trump card on the table after the first trick has been turned and quitted?

70 It is liable to be called, although this is not usually done.

71 After the dealer has taken the trump card into his hand, can it be asked for?

71 No; but anyone may inquire what the trump suit is at any time.

72 What is the penalty for a player naming the trump card at any time during the play of the hand?

72 He is liable to have his highest or his lowest trump called, in the manner described in Law 75.

73 What may be done should the dealer take the

73 He may be desired to lay it on the table.

trump card into his hand before it is his turn to play?

74 Should he show a wrong card, what is the penalty?

74 This card may be called, as also a second, a third, &c., until the trump card be produced.

75 If the dealer (having taken the trump card into his hand prematurely) declare himself unable to recollect it, what is the penalty?

75 His highest or his lowest trump may be called at any time during that hand, and, unless it cause him to revoke, must be played.

76 May the call be repeated until such card is played?

76 Yes; but it must not be changed, *i.e.* from highest to lowest, or *vice versâ*.

77 What is the penalty if a player who has rendered himself liable to have the highest or lowest of a suit called, fail to play as desired?

77 He incurs the penalty of a revoke.

Cards liable to be Called.

78 What is the law as to exposed cards?

78 They are liable to be called, and must be left, face upwards, on the table.

79 What are exposed cards?

79 (*a*) Two or more cards played at once.

(*b*) Any card dropped

with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it.

80 If a card is dropped on the floor, or elsewhere below the table, should it be treated as an exposed card?

80 No.

81 If two or more cards are played at once, what is the rule as to the call?

81 The adversaries have a right to call which they please to the trick in course of play, and afterwards to call the others.

82 If anyone play to an imperfect trick the best card on the table, or lead one which is a winning card, as against his adversaries, and then lead again, or play several such winning cards, one after the other, without waiting for his partner to play, what is the penalty?

82 His partner may be called on to win, if he can, the first or any other of those tricks, and the other cards thus improperly played are exposed cards.

83 If a player or players, under the impression that the game is lost or won, or for other reasons, throw his or their cards on the table

83 Such cards are exposed, and liable to be called by the adversary.

face upwards, what is the law?

84 Should one player alone retain his hand, can he be forced to abandon it?

84 No.

85 If all four players throw their cards on the table, face upwards, what is done?

85 The hands are abandoned.

86 Should this general exposure show that the game might have been saved or won, can either claim be entertained?

86 No; unless a revoke can be established.

87 Under the circumstances referred to in Answer 86, what are the penalties to which the revoking parties are liable?

87 (*a*) They cannot under any circumstances win the game by the result of that hand; and (*b*) The adversaries may add three to their score, or deduct three from that of the revoking players.

88 What are detached cards?

88 Cards taken out of the hand, but not dropped.

89 Are detached cards liable to be called?

89 Yes, if they can be named.

90 What is the penalty for the adversary naming a *wrong* card or cards?

90 He is liable to have a suit called the first time when he or his partner have the lead.

91 What is the penalty if a player, when called

91 He incurs the penalty of a revoke.

to lead one suit, leads another, having in his hand one or more cards of the suit demanded?

92 What is the penalty if any player lead out of his turn?

92 His adversaries can either call the card erroneously led, or may call a suit from him or his partner when it is next the turn of either of them to lead.

93 What is the law if any player lead out of turn and the other three have followed him?

93 The trick is complete, and the error cannot be rectified.

94 But if only the second, or the second and third, have played to the false lead, what is done?

94 Their cards, on discovery of the mistake, are taken back, and there is no penalty against anyone, excepting the original offender, who becomes subject to the penalty mentioned in Law 92.

95 Can a player be compelled, in any case, to play a card which would oblige him to revoke?

95 No.

96 May the call of a card be repeated at every trick, until such card is played?

96 Yes.

97 Is the penalty to be considered paid if a player called on to lead a suit have none of it?

97 Yes.

Cards Played in Error, or not Played to a Trick.

98 If the third hand play before the second, may the fourth hand play before his partner?

98 Yes.

99 What is the penalty should the third hand not have played, and the fourth hand play before his partner?

99 The latter may be called on to win or not to win the trick.

100 What is the law if anyone omit playing to a trick, and such error be not discovered till he has played to the next?

100 The adversaries may claim a new deal.

101 Should they decide that the deal stand good, what is to be done with the surplus card at the end of the hand?

101 It is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

102 What is the penalty if anyone play two cards to the same trick, or mix the trump, or other card, with a trick to which it does not properly belong,

102 He is answerable for all consequent revokes he may have made (*vide* also Laws 59 and 60).

and the mistake be not discovered until the hand is played out?

103 If, however, during the play of the hand the error be detected, what is done?

103 The tricks may be counted, face downwards, in order to ascertain whether there be among them a card too many.

104 If this is proved to be the case, what is done?

104 The tricks may be searched, and the card restored; the player is, however, liable for all revokes he may have meanwhile made.

The Revoke.

105 What is a revoke?

105 When a player, holding one or more cards of the suit led, plays a card of a different suit (*vide* also Law 91).

106 What is the penalty for a revoke?

106 The adversaries, at the end of the hand, may (*a*) either take three tricks from the revoking player and add them to their own; or (*b*) deduct three points from his score; or (*c*) add three to their own score.

107 Can this be claimed for as many revokes as occur during the hand?

107 Yes.

108 Is it applicable only to the score of the game in which it occurs?

108 Yes.

109 Can the penalty be divided, *i.e.* can a player add one or two to his own score, and deduct one or two from the revoking player?

109 No.

110 Does it take precedence of every other score?

110 Yes.

111 Give an example.

111 If the claimants are two, and their opponents nothing, the former add three to their score, and thereby win a treble game, even should the latter have made 13 tricks and held 4 honours.

112 Can a player win the game by the result of the hand during which he has revoked?

112 No; he cannot score more than four.

113 When is a revoke established?

113 When the trick in which it occurred has been turned and quitted, or when either the revoking player or his partner has led or played to the following trick.

114 May a player ask his partner whether he has not a card of the suit which he has renounced?

114 Yes.

115 Should the question have been asked before the trick has been turned and quitted, does subsequent turning and quitting establish a revoke?

115 No; and the error may be corrected unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

116 May the claimants of a revoke search all the tricks at the end of a hand?

116 Yes (*vide* also Law 120).

117 What is done if a player discover his mistake in time to save a revoke?

117 The adversaries, whenever they think fit, may call the card thus played in error, or may require him to play his highest or lowest card to that trick in which he has renounced.

118 May any player or players who have played after him withdraw their cards and substitute others?

118 Yes.

119 Are the cards so withdrawn liable to be called?

119 No.

120 If a revoke be claimed, and the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries, what is the law?

120 The revoke is established.

121 Can a revoke be claimed after the cards have been cut for the following deal?

121 No.

122 Can the revoking player and his partner, under all circumstances, require the hand in which the revoke has been detected to be played out?

122 Yes.

123 If a revoke occur, be claimed and proved, how must bets on the odd trick, or on amount of score, be decided?

123 By the actual state of the score after the penalty is paid.

124 Should the players on both sides subject themselves to the penalty of one or more revokes, can either win the game?

124 No.

General Rules.

125 What is the law where a player and his partner have the option of exacting from their adversaries one of two penalties?

125 They should agree who is to make the election, but must not consult with one another which of the penalties it is advisable to exact; if they do so consult, they lose their right to demand any penalty; and if either

of them, with or without consent of his partner, demand a penalty to which he is entitled, such decision is final.

126 Does the foregoing law apply in exacting the penalties for a revoke?

126 No; in that case partners have a right to consult.

127 What is the law as to a player asking the cards to be placed?

127 Anyone, during the play of a trick, or after the four cards are played, may demand that the cards be placed before their respective players.

128 May he do this after the cards have been touched for the purpose of gathering them together?

128 No.

129 What is the penalty if anyone, prior to his partner playing, should call attention to the trick, either by saying that it is his, or by naming his card, or, without being required to do so, by drawing it towards him?

129 The adversaries may require that opponent's partner to play the highest or lowest of the suit then led, or to win or refrain from winning the trick.

130 Is the offender bound to give reasonable time for the decision of his adversaries in all cases where a penalty has been incurred?

130 Yes.

131 May a player demand to see the last trick turned?

131 Yes.

132 What is the *maximum* number of cards that may be seen at one time during the play of the hand? Which are they?

132 Eight. The four cards on the table which have not been turned and quitted, and the last trick turned.

ETIQUETTE OF WHIST.

1 What is understood by the rules that belong to the established etiquette of whist?

1 Laws for the infraction of which it is difficult—in some cases impossible — to apply any penalty.

2 What is the best course, then, with reference to players who habitually disregard them?

2 To cease to play with them.

3 How many packs of cards is it usual to play with?

3 Two.

4 Why should anyone, having the lead and several winning cards to play, not draw a second card out of his hand until his partner has played to his first trick?

4 Because such act is a distinct intimation that the former has played a winning card.

5 May any intimation be given by a player as to the state of his hand or the game?

5 None whatever.

6 May the question, who dealt, be asked?

6 It is irregular, and if asked, should not be answered.

7 Is it right for a player to desire the cards to be placed, or to demand to see the last trick, or to ask what the trump suit is, in order to invite the attention of his partner?

7 No; this should be done for his own information only.

8 Is it fair to revoke purposely?

8 No.

9 Having made a revoke, is a player justified in making a second to conceal the first?

9 No.

10 Is it allowable to look over the hand of a player against whom you are betting?

10 No.

DUMMY.

1 By how many is Dummy whist played?

1 Three.

2 What is the main difference betwixt it and ordinary whist?

2 One hand, called Dummy's, lies exposed on the table.

3 Are the laws of Dummy the same as those of whist?

3 Yes, with three exceptions.

4 What are the exceptions?

4 (*a*) Dummy deals at the commencement of each rubber.

(*b*) Dummy is not liable to the penalty of a revoke, as his adversaries see his cards.

(*c*) Should Dummy's partner expose any of his cards, he incurs no penalty, not being compromised by an error from which he can gain no advantage.

5 If Dummy's partner leads from his hand when he ought to lead from his own, or *vice versâ*, what is the penalty?

5 A suit may be called from the hand that ought to have led.

6 Should Dummy revoke, and the error not be discovered until the trick is turned and quitted, does it stand good?

6 Yes.

DOUBLE DUMMY.

1 How is Double Dummy played?

1 By two players, each having a Dummy or exposed hand for his partner.

2 Do the laws of the game differ from those of Dummy whist?

2 No, with the following exception: There is no misdeal, as the deal is a disadvantage.

CURRENT ODDS AT WHIST.

	For Game.	*For Rubber.*
On the Dealer	it is 5 to 4(1) and	6 to 5(1)
1 to 'love,' with the deal ...	11 „ 8	— 5 „ 4
2 do. do. ...	13 „ 8	— 3 „ 2
1 or 2 to 'love,' deal *against*,	11 „ 8	— 11 „ 8
3 or 4 do. with the deal	2 „ 1	— 2 „ 1
3 or 4 do. deal *against*,	15 „ 8	— 15 „ 8

The first game being won is 5 to 2 on the winner. (2)

The first game being won, and 1 to 'love' of the second, is 7 to 3 on the winner.

The first game being won, and 1 to 'love' of the second, deal *against*, is 3 to 1 on the winner.

First game, and 2 to 'love' second, with deal, is 7 to 2 on the winner.

First game, and 3 or 4 to 'love,' with the deal, or *against*, is 4 to 1 on the winner.

It is an even bet the dealer has two points or more.

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(1) The layers in this case are considered by the most recent authorities to have the worst of the bet.

(2) This is the current bet, but the real odds are rather more than 3 to 1, about guineas to pounds, with the deal; rather less than 3 to 1 with the deal against.

Spottiswoode & Co., Printers, London and Westminster.